Ransac & ICP



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3D GEOMETRIC MODELING & PROCESSING

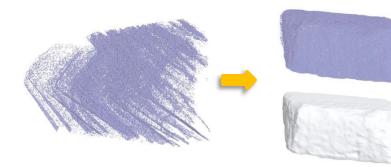
RANSAC

RANSAC:

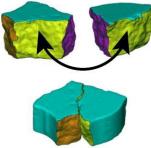
Random Sample Consensus.

- It is a statistical method that is used to estimate parameters of a mathematical model from a set of observed data that contains outliers.
- Iterative method (can be interpreted as an outlier detection method)

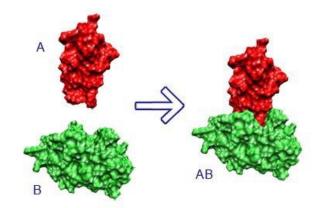
Applications





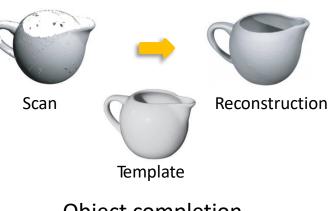


Fragment assembly



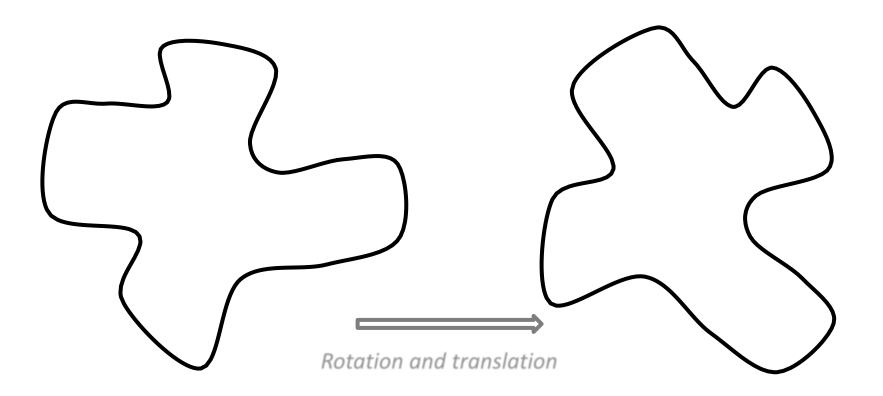
Protein docking

Surface reconstruction



Object completion

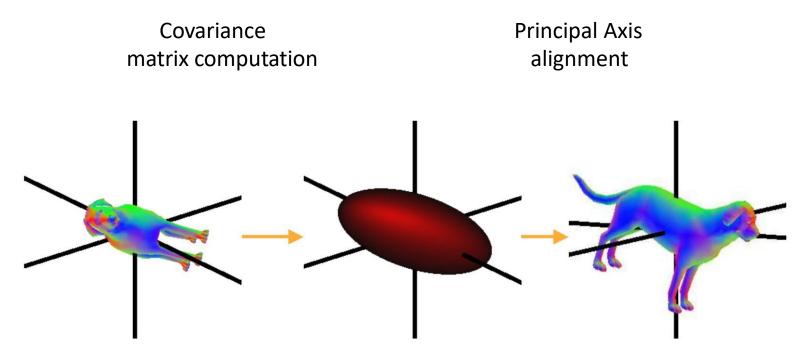
Rigid Matching



Rigid matching is a problem in computer vision, pattern recognition and computer graphics communities. It is the process of finding the transformation that maps one rigid object onto another

Approach --- PCA

 Use PCA to place models into a canonical coordinate frame



Principal Axis Computation

Given a collection of points $\{p_i\}$, form the co-variance matrix:

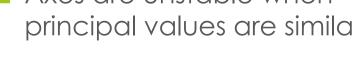
$$\mathbf{c} = \frac{1}{N} \sum_{i=1}^{N} \mathbf{p}_i$$
$$C = \frac{1}{N} \sum_{i=1}^{N} \mathbf{p}_i \mathbf{p}_i^T - \mathbf{c} \mathbf{c}^T$$

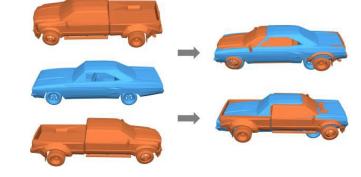
Compute eigenvectors of matrix C

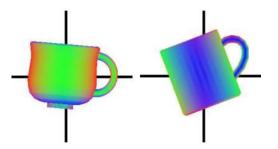
Issues with PCA

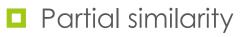
Principal axes are not oriented

Axes are unstable when principal values are similar













Ransac: Basis

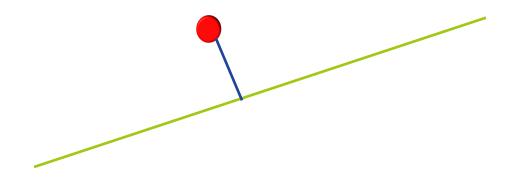
- Random Sample Consensus
 - Hypothesize and test.

- Used for Parametric Matching
 - Want to match two things.
 - Hypothesized match can be described by parameters (eg., translation, affine.)
- Match enough features to determine a hypothesis.
 - See if it is good.
 - Repeat.

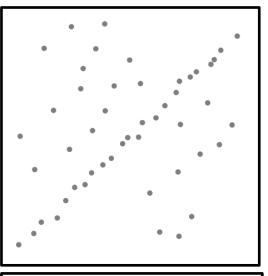
Ransac Example

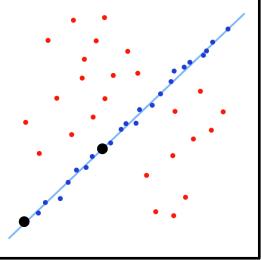
- Grouping Points into Lines
- Basic Info on lines





- Select a random subset of the original data. Call this subset the hypothetical inliers.
- A model is fitted to the set of hypothetical inliers.
- All other data are then tested against the fitted model.
- The estimated model is reasonably good if enough points have been classified as part of the consensus set.
- Afterwards, the model may be improved by re-estimating it using all members of the consensus set.

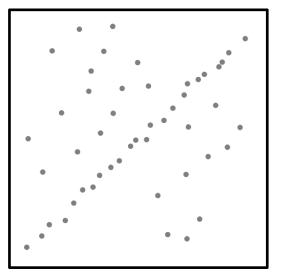


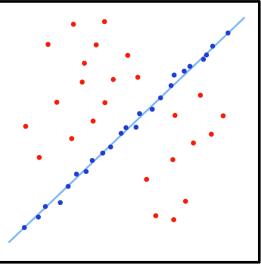


Complexity?

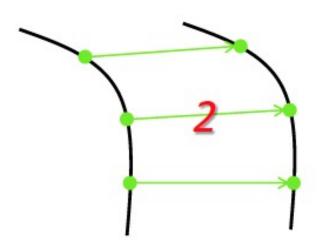
- How many samples?
 - **p** is fraction of points on the line.
 - Fraction of inlayer/total
 - n points needed to define hypothesis (2 for lines)
 - **k** number of trials.
- Probability that after N trials I've the correct solution is:

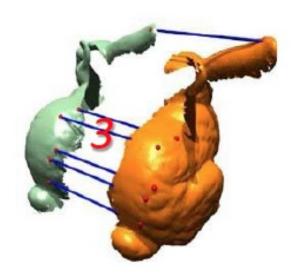
1-(1-pⁿ)^N





- How many point-pairs specify a rigid transform?
 - In R2?
 - In R3?
- Additional constraints?
 - Distance preserving
 - Stability?

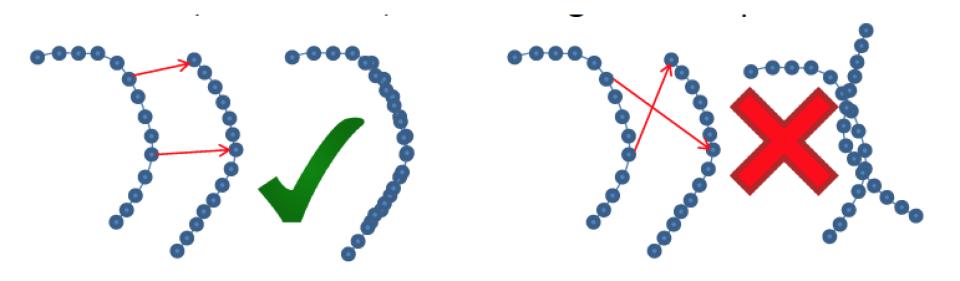




Preprocessing: sample each object

Iterate

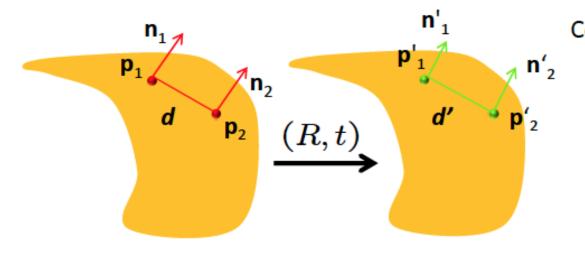
- Step I: Sample three (two) pairs, check distance constraints
- Step II: Fit a rigid transform
- Step III: Check how many point pairs agree. If above threshold, terminates; otherwise goes to Step I



- Sampling
 - Feature point detection
- Correspondences
 - Use feature descriptors
 - Denote a larger success rate p
 - Probability a descriptor identifies the correct match
 - Try only candidated made by pair of samplese with similar descriptor.
- Basic analysis
 - $\hfill\square$ The probability of having a valid triplet $\hfill p^3$
 - □ The probability of having a valid triplet in N trials is 1-(1-p³)^N

Ransac +

How many surfel (position + normal) correspondences specify a rigid transform?



Constraints: 1. $\|\mathbf{p}_1 - \mathbf{p}_2\| \approx \|\mathbf{p}'_1 - \mathbf{p}'_2\|$ 2. $\angle(\mathbf{n}_1, \mathbf{d}) = \angle(\mathbf{n}'_1, \mathbf{d}')$ 3. $\angle(\mathbf{n}_2, \mathbf{d}) = \angle(\mathbf{n}'_2, \mathbf{d}')$ 4. $\angle(\mathbf{n}_1, \mathbf{n}_2) = \angle(\mathbf{n}'_1, \mathbf{n}'_2)$

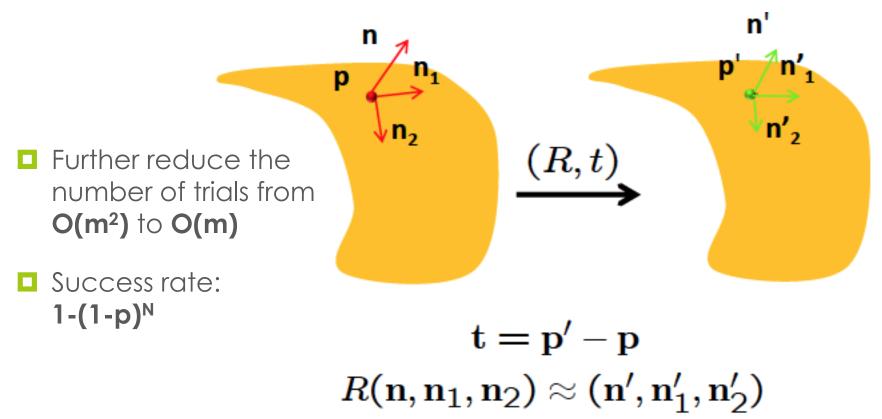
- Reduce the number of trials from O(m³) to O(m²)
- Success rate: 1-(1-p²)^N

$$\mathbf{t} = \frac{\mathbf{p}_1' + \mathbf{p}_2'}{2} - \frac{\mathbf{p}_1 + \mathbf{p}_2}{2}$$
$$[\mathbf{n}_1, \mathbf{n}_2, d] \xrightarrow{R} [\mathbf{n}_1', \mathbf{n}_2', \mathbf{d}']$$

Ransac ++

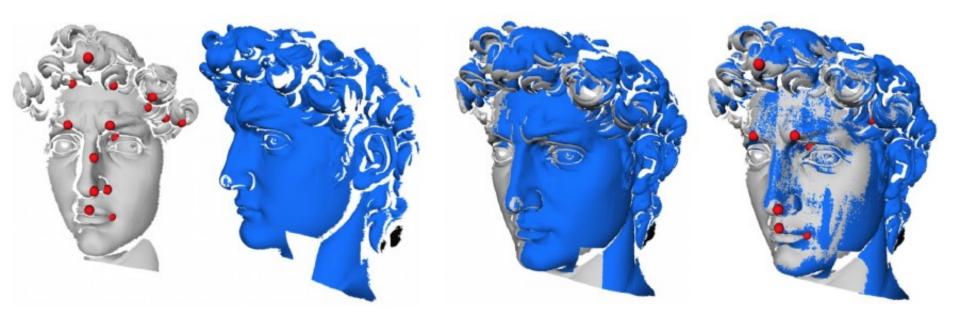
How many frame correspondences specify a rigid transform?

- Principal curvatures
- Local PCA



Post Processing

Refine the match via ICP



Input

After matching After re

After registration

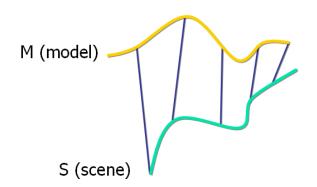
icp

- □ iterative closest point
- "a method for registration of 3-D shapes", besl et al. 1992
- "object modelling by registration of multiple range images", chen et al. – 1991
- a lot of variants have been proposed for the original algorithm
- icp algorithm works with
 - point clouds
 - polygonal surfaces

- □ just consider for the moment the problem in 2D
- Iet M be a model point set.
- Iet S be a scene point set.

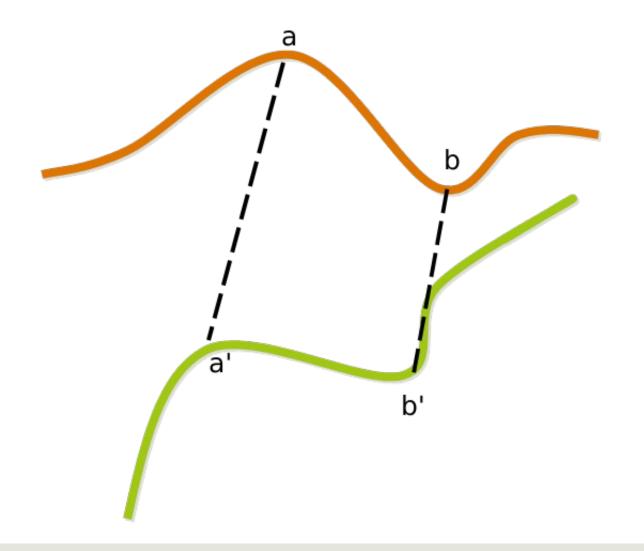
We assume :

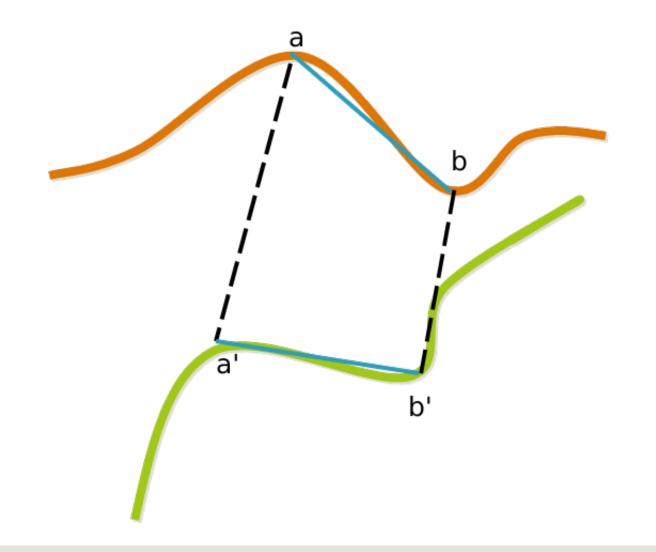
- 1. $n_M = n_S$. With $n \ge 2$
- 2. each point S_i correspond to M_i .
- What do we need to align M to S?
 - Compute a transformation
 - In mathematics a transformation is represented by a matrix

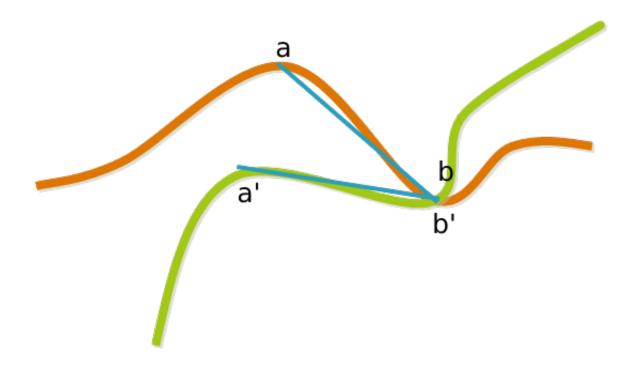


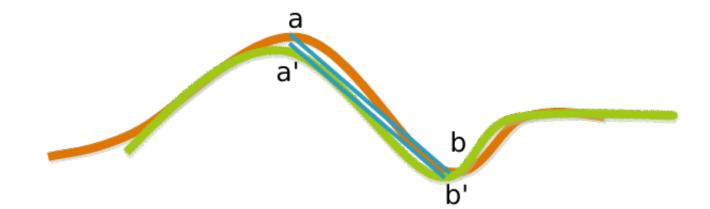
Alignment: an overview of the problem in 2D



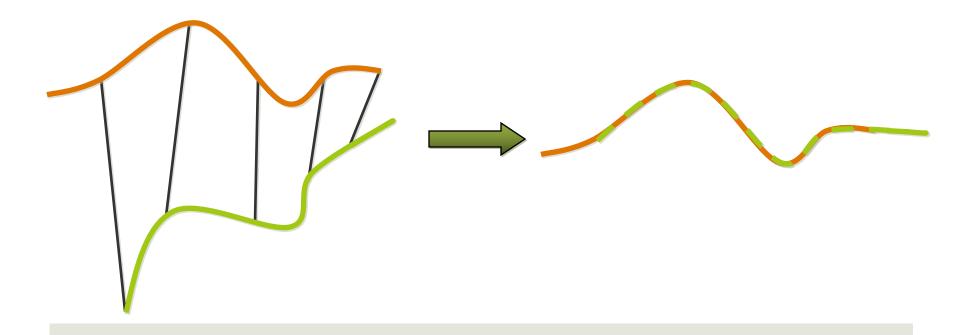




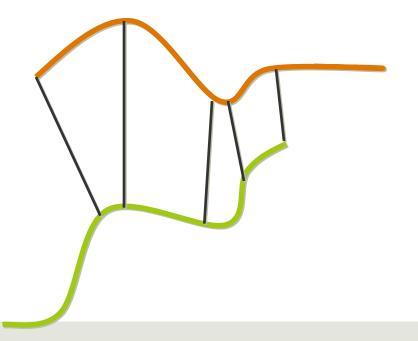




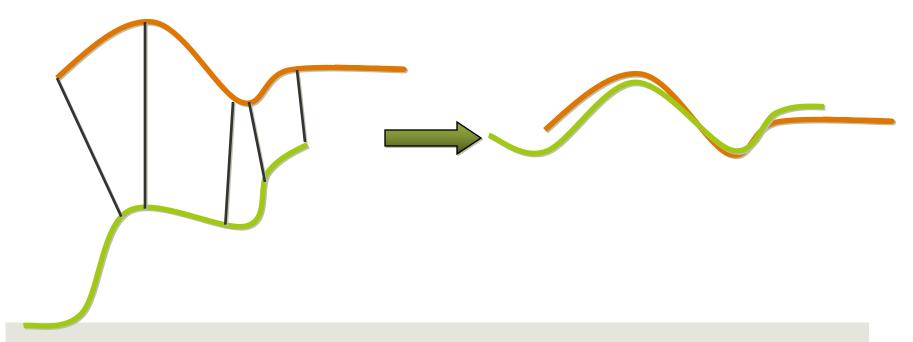
if correct correspondences are known, can find correct relative rotation/translation



- how to find correspondences: user input? feature detection?
- alternative: assume closest points correspond



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- alternative: assume closest points correspond



mean square error

mse

$$MSE = \frac{1}{N_{s}} \sum_{i=1}^{N_{s}} \|\hat{Y} - Y\|^{2}$$

where \hat{Y} is a prediction value and Y the measured value

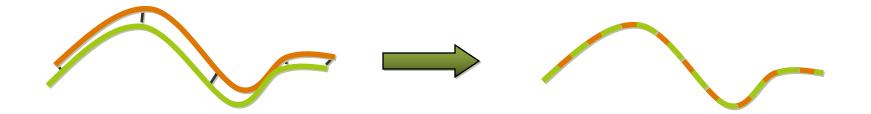
- imagine you are the weather forecast reporter and every day you predict the temperature for the next day
- mse will give you an average extimation on how much your predictions were wrong

• the mse objective function : $f(R,T) = \frac{1}{N_s} \sum_{i=1}^{N_s} ||m_i - rot(s_i) - trans||^2$

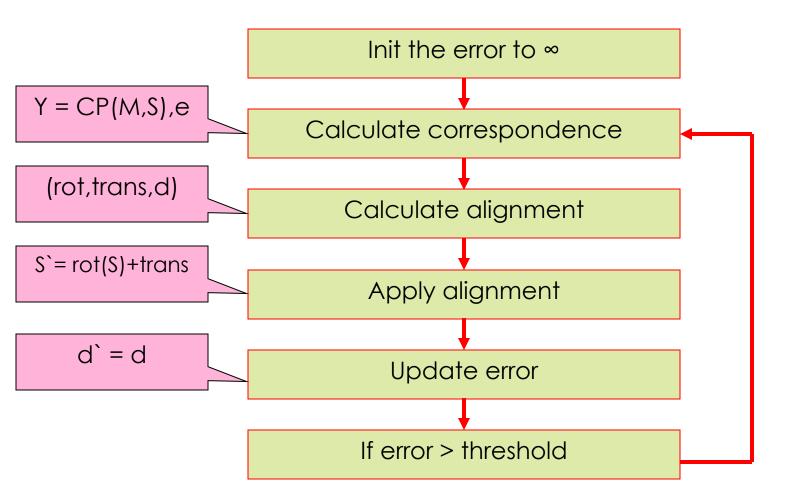
a possible alignment is :

$$(rot, trans, d_{mse}) = \Phi(M, S)$$

- Converges if starting position "close enough"
 THIS IS REALLY IMPORTANT!!!!!!!!
- ...remember that we are talking about an iterative method...



The Algorithm



the algorithm

function ICP(Scene, Model)

begin

 $E` \leftarrow + \infty;$

(Rot,Trans) <- In Initialize-Alignment(Scene,Model);

repeat

 $\mathsf{E} \leftarrow \mathsf{E}`;$

Aligned-Scene - Apply-Alignment(Scene,Rot,Trans);

Pairs ← Return-Closest-Pairs(Aligned-Scene,Model);

(Rot,Trans,E`) ← Update-Alignment(Scene,Model,Pairs,Rot,Trans);

Until | E`- E | < Threshold

return (Rot,Trans);

end

ICP Variants

- Variants on the following stages of ICP have been proposed:
 - 1. Selecting sample points (from one or both meshes)
 - 2. Matching to points in the other mesh
 - 3. Weighting the correspondences
 - 4. Rejecting certain (outlier) point pairs

ICP Variants

- 1. Selecting sample points (from one or both meshes).
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Selection of points

- Use all available points [Besl 92].
- Uniform subsampling [Turk 94].
- Random sampling in each iteration

[Masuda 96].

Ensure that samples have normals distributed as uniformly as possible [Rusinkiewicz 01].

Selection of points



Uniform Sampling

Normal-Space Sampling

ICP Variants

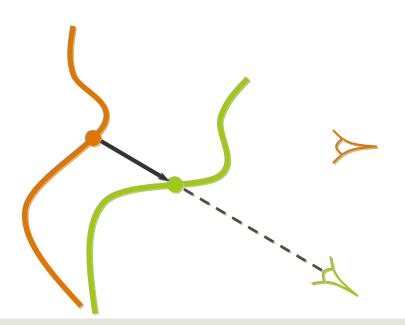
- 1. Selecting sample points (from one or both meshes).
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- Closest point in the other mesh [Besl 92].
- Normal shooting [Chen 91].
- Reverse calibration [Blais 95].
- Restricting matches to compatible points (color, intensity, normals, curvature ...) [Pulli 99].

Closest point :

Normal Shooting

 Projection (reverse calibration)
 Project the sample point onto the destination mesh , from the point of view of the destination mesh's camera.



ICP Variants

- 1. Selecting sample points (from one or both meshes).
- 2. Matching to points in the other mesh.
- ➡ 3. Weighting the correspondences.
 - 4. Rejecting certain (outlier) point pairs.

Weighting of pairs

- Constant weight.
- Assigning lower weights to pairs with greater point-to-point distance :

Weight =
$$1 - \frac{Dist(p_1, p_2)}{Dist_{max}}$$

Weighting based on compatibility of normalized normals :

Weight =
$$n_1 \bullet n_2$$

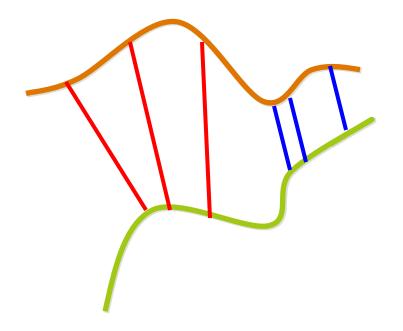
ICP Variants

- 1. Selecting sample points (from one or both meshes).
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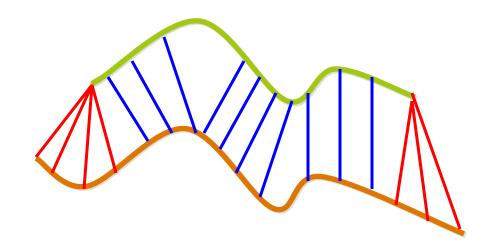
- Corresponding points with point to point distance higher than a given threshold.
- Rejection of worst n% pairs based on some metric.
- Pairs containing points on end vertices.
- Rejection of pairs that are not consistent with their neighboring pairs [Dorai 98]: (p₁,q₁), (p₂,q₂) are inconsistent iff

 $|Dist(p_1, p_2) - Dist(q_1, q_2)| > threshold$

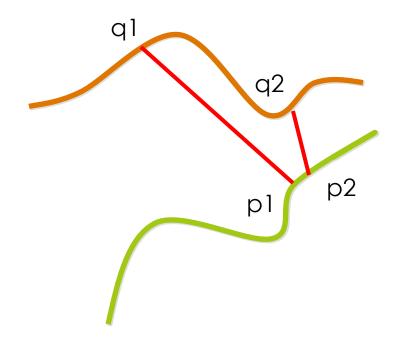
Distance thresholding



Points on end vertices



Inconsistent Pairs



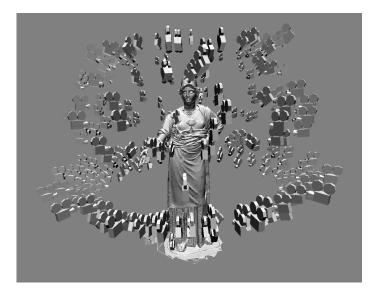
icp summary

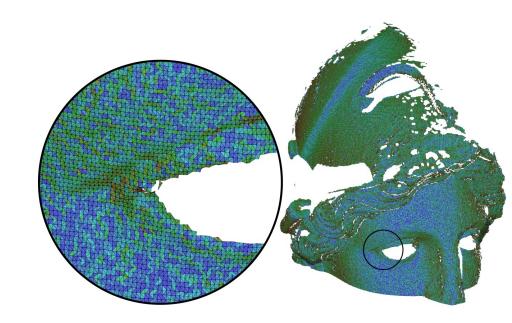
iterative closest point

- with a good initial solution I have the guaranteed to converge to a local minimum
 - ok....but which is a good initial solution?
 - how can I find one?
 - In MeshLab the user assists the alignment plugin providing an initial solution to the ICP algoritm!
 - semi automatic approach
 - pro: reliable
 - Cons: time consuming...the time of a man is precious

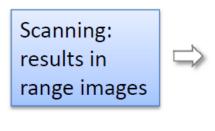
Two Notes on 3D scanning

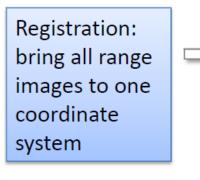
- almost all scanning technologies will internally store the same type of data
 - **range map**: 2D map of the sampled 3D points
- at the end what a scanner will output are nth set of 3d coordinates expressend on the camera coordinates system
- our goal: a final 3d model





fast overview on scanning pipeline





Stitching/reconstruction: Integration of scans into a single mesh

 Postprocess:
 Topological and geometric filtering

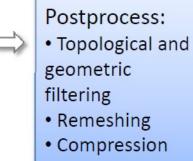
- Remeshing
- Compression

acquisition



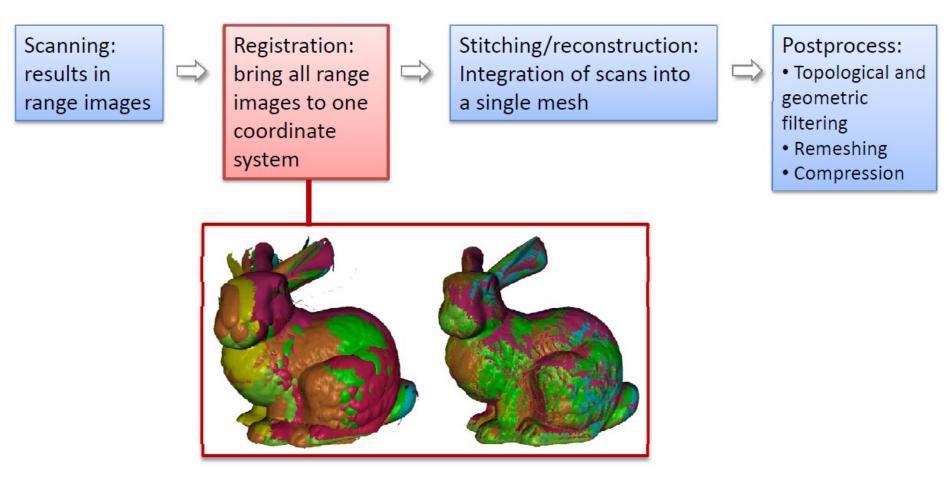


Stitching/reconstruction: Integration of scans into a single mesh



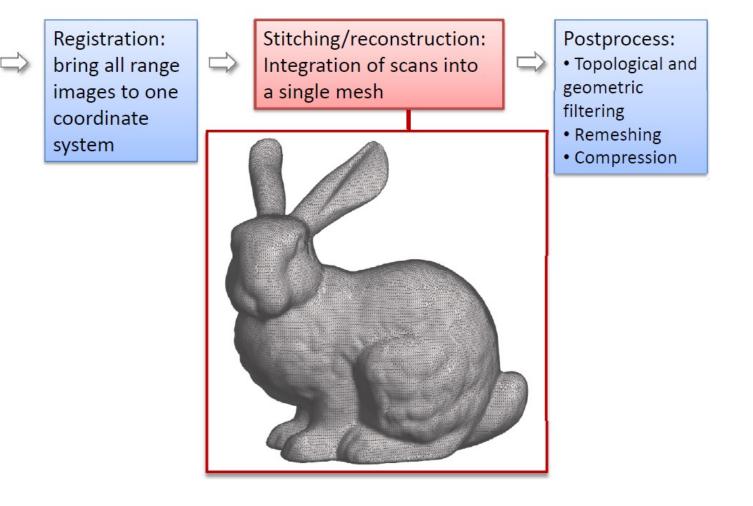


alignment



merging

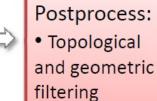
Scanning: results in range images



post processing

Scanning: results in range images Registration: bring all range images to one coordinate system

Stitching/reconstruction: Integration of scans into a single mesh



- Remeshing
- Compression

